

ABSTRACT

A casino game is implemented on the basis of a wireless mobile player unit adapted to play poker, slots, bingo and other casino games. The unit obtains random game outcomes from a central computer over a radio channel utilizing a data encryption technique relying on an authentication key. The authentication key is downloaded into the unit from the central computer via a secure wired communication channel while the unit is stored, recharged and locked in a dispensing kiosk controlled by the central computer. A player rents the unit from the kiosk, plays it throughout the casino and returns the unit to the kiosk to obtain prizes and/or bonus points earned. The central computer tracks the inventory of the units in the kiosk and on the casino floor.

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